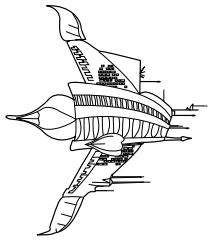


Minbari Shola Fi Dreadnought

BABYLON 5 WARS 2ND EDITION

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 3/2 Speed	Fwd/Aft Defense: 16
In Service: 2182	Turn Delay: 4/3 Speed	Stb/Port Defense: 20
Point Value:	Accel/Decel Cost: 6 Thrust	Engine Efficiency: 5/1
Ramming Factor: 500	Pivot Cost: 5+5 Thrust	Extra Power: 0
Jump Delay: 10 Turns	Roll Cost: 5+5 Thrust	Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

FORWARD HITS
1-3: Retro Thrust
4-7: Neutron Laser
8-12: Fusion Cannon
13: Antimatter Convertor
14-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4-8: Fusion Cannon
9-11: Neutron Laser
12: Antimatter Convertor
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-10: Fusion Cannon
11-12: Neutron Laser
13-18: Aft Struct
19-20: PRIMARY Hit

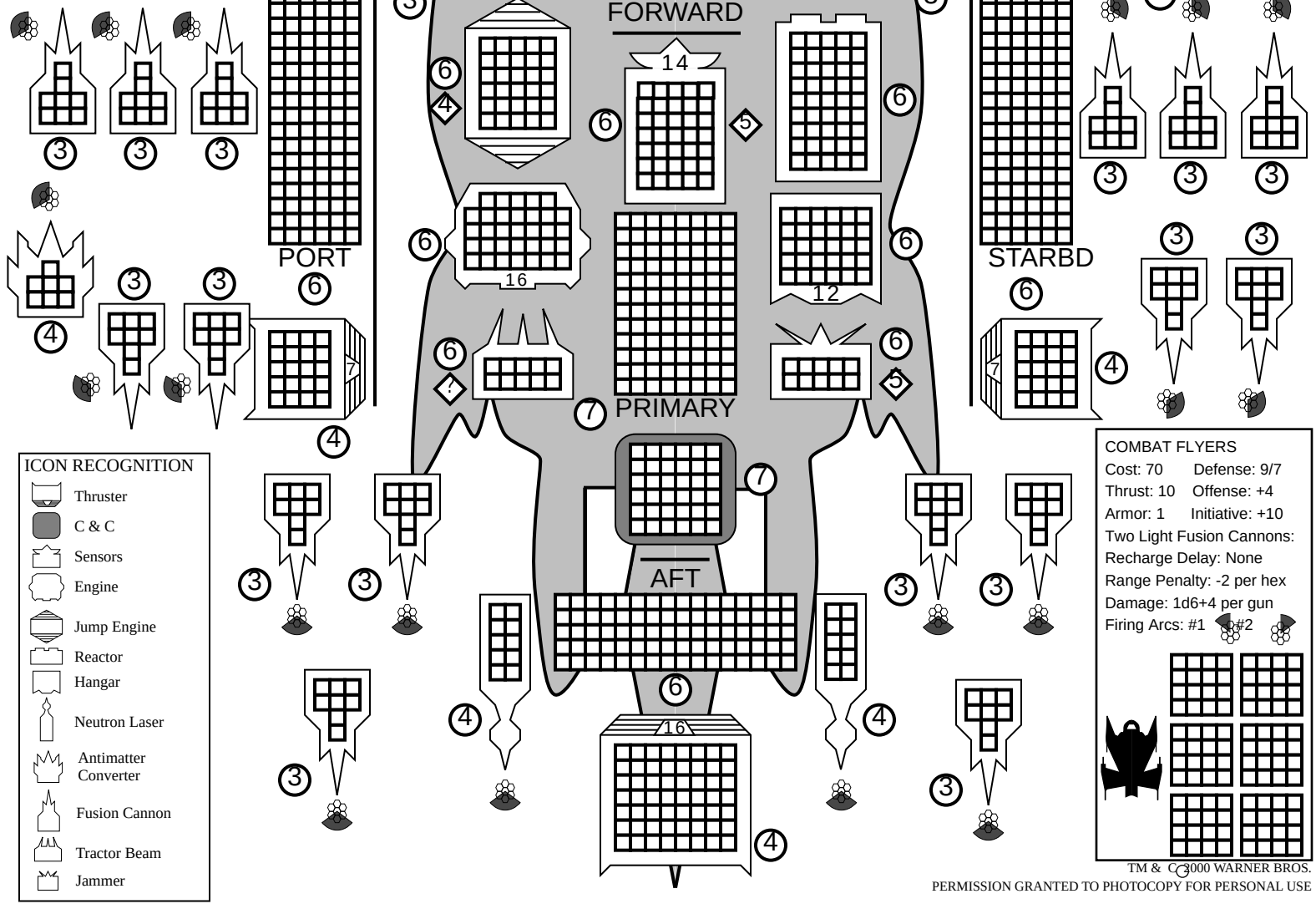
PRIMARY HITS
1-6: Primary Struct
7-8: Engine
9-10: Jump Engine
11: Tractor Beam
12-13: Jammer
14-15: Sensors
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Restricted Deployment (10%)
Gravitic Drive System

SENSOR DATA
Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
24 Fighters
6 Flyers



WEAPON DATA

Gravity Net
Class: Gravitic
Effect: Moves target 1d6 hexes
Range Penalty: -1 per hex
Fire Control: +3/+2/+1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Neutron Laser
Class: Laser
Modes: R, P, S
Damage: 4d10+15
Range Penalty: -1 per 4 hexes
Fire Control: +4/+4/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Antimatter Converter
Class: Antimatter
Modes: Flash
Damage: (4 x X) + 2
Range Penalty: -1 per hex
Fire Control: +4/+4/-6
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Neutron Laser
- Antimatter Converter
- Fusion Cannon
- Tractor Beam
- Jammer

COMBAT FLYERS
Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Recharge Delay: None
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

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